

# Workers' Compensation Legal Specialization Boot Camp

July 16-17, 2011 Marina del Rey and July 30-31 2011 Concord

## REGISTRATION FORM

Choose Location:

☐ Los Angeles ☐ Concord

Note: One registrant per form. Photocopies may be used.

Bar Number: \_\_\_\_\_

Name: \_\_\_\_\_

Firm: \_\_\_\_\_

Firm Address: \_\_\_\_\_

City, State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone Number: \_\_\_\_\_ Fax Number: \_\_\_\_\_

Email Address: \_\_\_\_\_  
(Required for email confirmation)

Program package includes 8.75 hours of MCLE and legal specialization credits, program materials, continental breakfast and lunch.

### PRE-REGISTRATION FEES (check the appropriate circle)

- ☐ \$295 Workers' Compensation Section Members
- ☐ \$345 Non-Workers' Compensation Section Members  
(includes enrollment in the Workers' Compensation Section for 2011)
- ☐ \$150 Law School Faculty/Paralegals/Government and Non-Profit
- ☐ \$50 Non-Attorney Law Students (Student ID Required \*Space Limited)

AMOUNT ENCLOSED OR TO BE CHARGED \$\_\_\_\_\_

### CREDIT CARD INFORMATION (VISA/MasterCard Only)

I authorize the State Bar of California to charge my program registration to my VISA/MasterCard account. (No other credit card will be accepted.)

Account Number: \_\_\_\_\_  
(Visa or MasterCard only)

Expiration Date: \_\_\_\_\_

Cardholder's Name: \_\_\_\_\_

Cardholder's Signature: \_\_\_\_\_

**Deadline:** In order to pre-register, your form and check, payable to the State Bar of California, or credit card information, must be received 5 days prior to program.

**Register Online:** [workerscomp.calbar.ca.gov](http://workerscomp.calbar.ca.gov)

**Mail To:** Program Registrations, State Bar of California,  
180 Howard Street, San Francisco, CA 94105.

**Fax To:** Program Registration at 415-538-2368. In order to fax your registration, credit card information is MANDATORY.  
**(Photocopies of checks will NOT be accepted.)**

The State Bar of California and the Workers' Compensation Section are approved State Bar of California MCLE providers.